Sprint Review and Retrospective

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**Applying Roles**

Just like a mechanical clock can’t function without every single one of all of it’s gears and cogs, a scrum-agile team cannot function without all of it’s various team member roles. From the Developers and Testers, to the Scrum Master and the Product Owner. Each member of a scrum-agile team is vital to the success of the whole group. When looking back at the SNHU Travel project, it is clear how each individual member played an important role in bringing the project to completion. As the Scrum Master, I kept the team firmly based in the principles of agile project management and helped the team succeed by coordinating meetings, acting as a coach and meditator when issues arose, and helping to find solutions to issues. The project as it stands now could not have been completed without the contributions of the Developer. When I functioned as the Developer I worked to construct the physical code from the user stories given to me and helped the team to understand the time requirements that each user story would take to complete. During the production of the project I, as the Tester, worked to help the Developer understand the specific requirements associated with each user story and created test cases to ensure the product met the clients requirements. Lastly, when I functioned as the Product Owner, I ensured the success of the project by meeting with the client, informing the team of any changes in the project requirements, and creating the user stories to help the team better understand the work ahead.

**Completing User Stories**

By using an Scrum-agile method of development, we were able to breakdown the various features of the product into user stories. From there, the Scrum-agile method allowed for the team to look at the user stories and allot a certain amount time to each one. This helped us to understand the time requirements for the project and allowed us to make sure that we had enough time to complete each of the user stories. Additionally, by having the Tester and the Developer work at the same time on creating the product and testing, we were able to find bugs and other issues quickly before they became a more time consuming problem later into the development. Like when we were working on the Top Destinations user story, at one point it was stated that it was to be a Top Ten list, but by clarifying with the Product Owner, both the tester and developer were able to provide the correct product of a Top Five Destinations list.

**Handling Interruptions**

One of the hallmarks of a Scrum-agile approach to SDLC is it’s flexible and proclivity to allow for changes. When the client for the SNHU Travel project decided to change the content of the product to focus on selfcare and detoxing vacations instead of mainly popular travel destinations, the fact the we were using a scrum-agile method to manage the project allowed us to simply change our user stories, modify or eliminate others, and add the new requirements to our plan all while keeping to the same deadline. This is because the scrum-agile method works on short term Sprints before and after which changes are able to be made without losing a significant amount of time or effort. Additionally, by allowing for customer feedback and input during various points of the production, we caught any miscommunication in requirements or general user interface before they became fully integrated into the project and would be much harder to change.

**Communication**

When working as the Tester for the project, I needed to double check on some information regarding the user stories given to me by the Product Owner. In order to do this, I contacted them by email and gave them specific questions as to what I was needing clarification on and what I expected from them. By contacting them via email, instead of just going and finding them, I allowed for the situation in which they didn’t have the answer right away and allowed for them to find out the information I needed before answering me. This example also demonstrates how by having a written form of the information I needed, I avoided the scenario in which I either forget what they said since I have something to refer back to. Similarly, when I functioned as the Developer the client changed the focus of the project and I needed to communicate with both the Tester and the Product Owner to make sure I had the correct information going forward. Again, I emailed both of them on the same thread and gave specific requests concerning the information I needed.

**Organizational Tools**

Since organization is vital to the success of any project, tools which serve to help organize are vital to the success of any project. Organizational tools like JIRA and Microsoft Azure Boards are incredibility useful when trying to organize projects and keep people up to date with the latest information. With these tools we were able to better plan for each Sprint event by assigning user stories to those sprints. They also allowed for the ability to assign tasks to people while we were in our Daily Scrum meeting so that everyone was on the same page concerning whose responsibility it was for a certain task even if they forgot later on in the week. These tools also aided in our ability to track our progress and our estimated time table. By providing us with dashboard of information such as incomplete user stories, the number of items assigned each person, and many other types of information we were able to adjust our priorities if needed or reassign tasks if any one person had too many assigned already. These tools are also useful when working on a Sprint Review and Retrospective as you are able to see specifics about how long each user story took to complete and if there were issues with any of them that need to be discussed before the beginning of the next Sprint.

**Evaluating Agile Process**

Since there are always going to be pros and cons in each methodology of approaching a project, the best way to ensure that your project has a greater chance of succeeding is by reassessing the different methods on a project by project basis. For the SNHU Travel project, there were a few pros and a few cons to using an Scrum-agile approach for this particular project. One major positive to the agile method for this project was that it allowed for us to change the product easily when our client changed what the focus of the content was intended to be. By being able to do this easily, our client received a better quality product within the same time frame. However on the negative side, using an agile approach for this project meant that the product we delivered on deadline day wasn’t as fully fleshed out as it could have been had we given ourselves more time. With both the pros and cons of agile development in mind, using the agile approach for the SNHU Travel project was still the better choice. Since our client specified that the timeframe for delivery was incredibly important to them, choosing the approach that allows for a good but basic product to be delivered quickly was the right choice to match our client’s expectations and requirements.